

APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
DRAFTSMAN		

FIG. 1

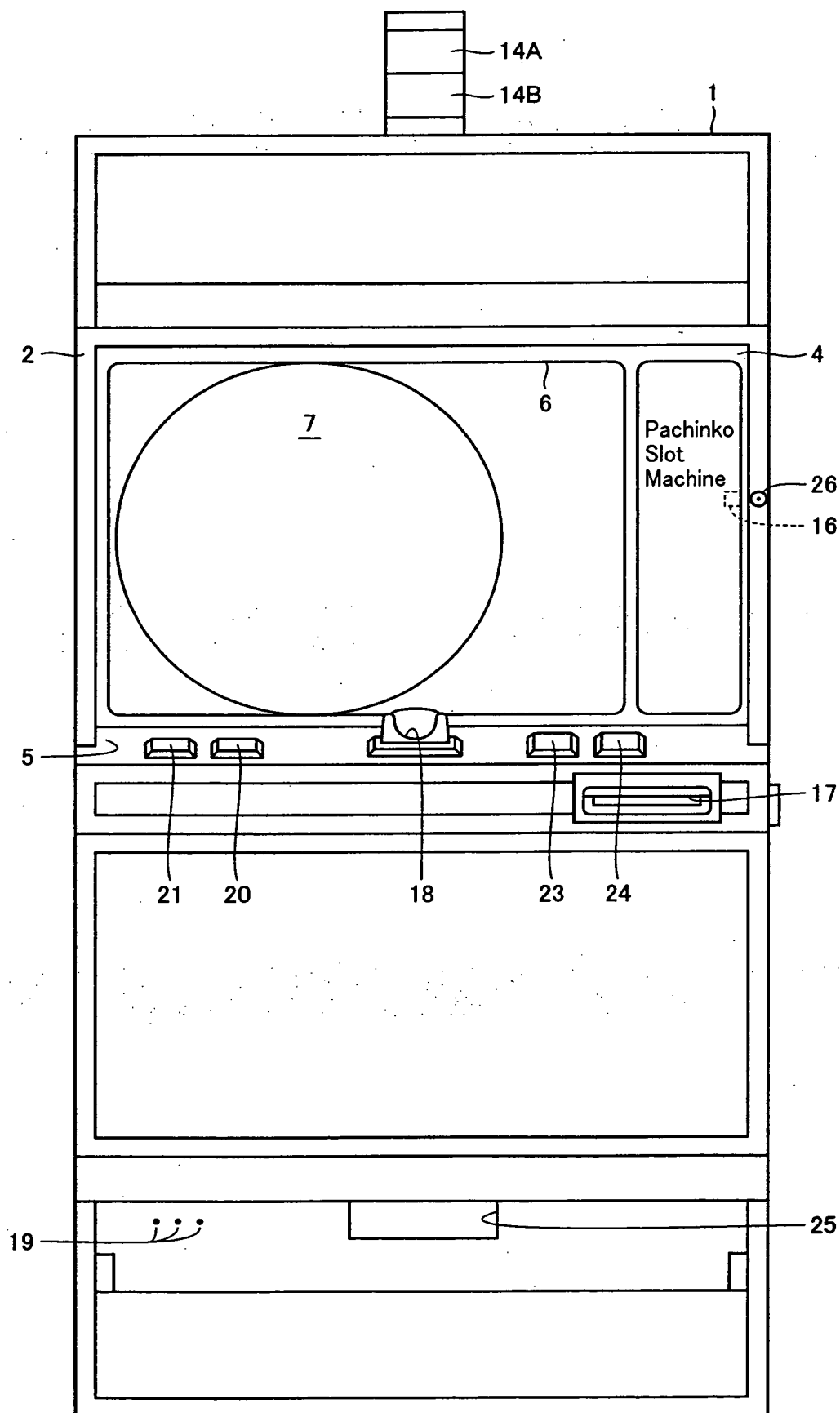


FIG.2

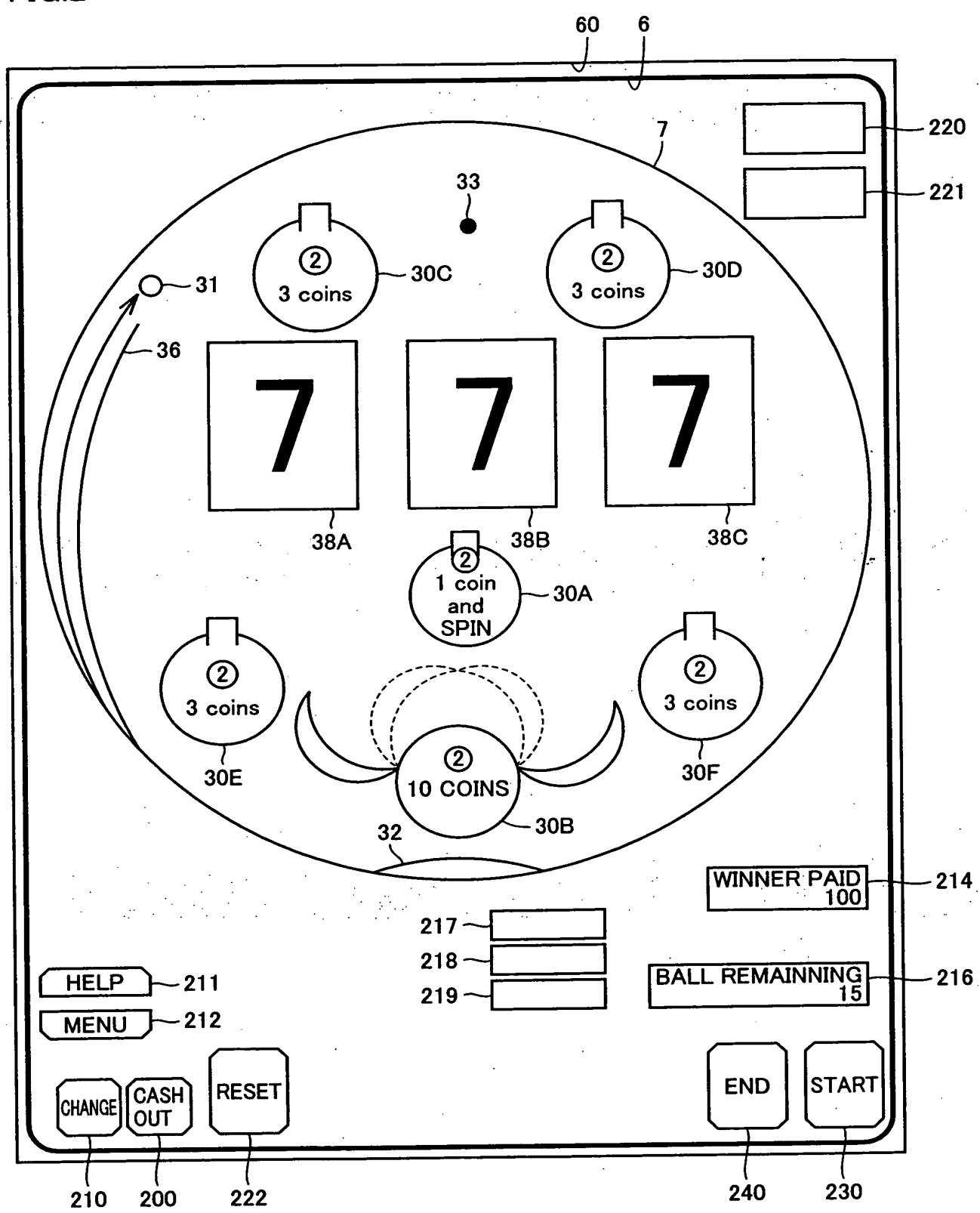
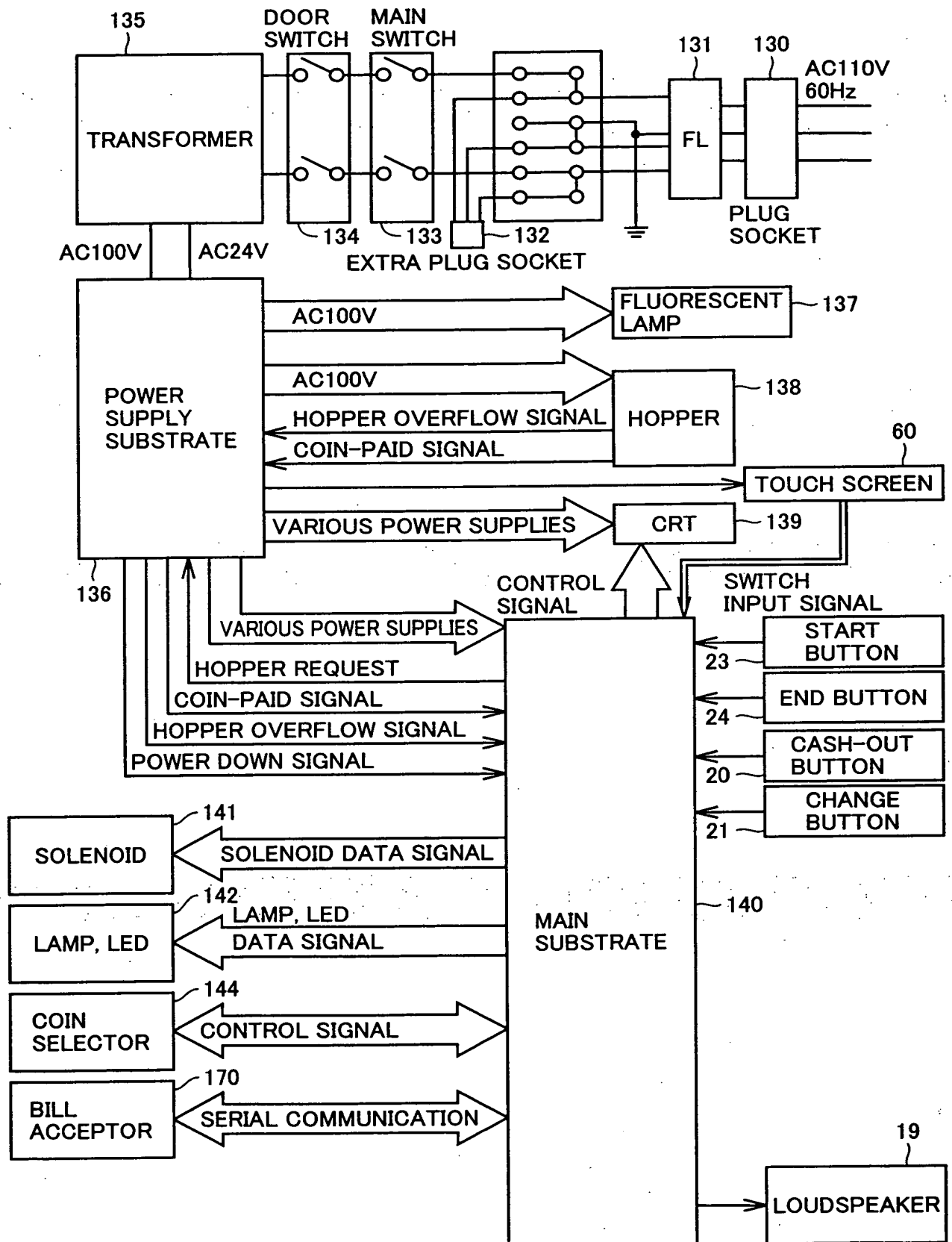


FIG.4



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FIG. 5

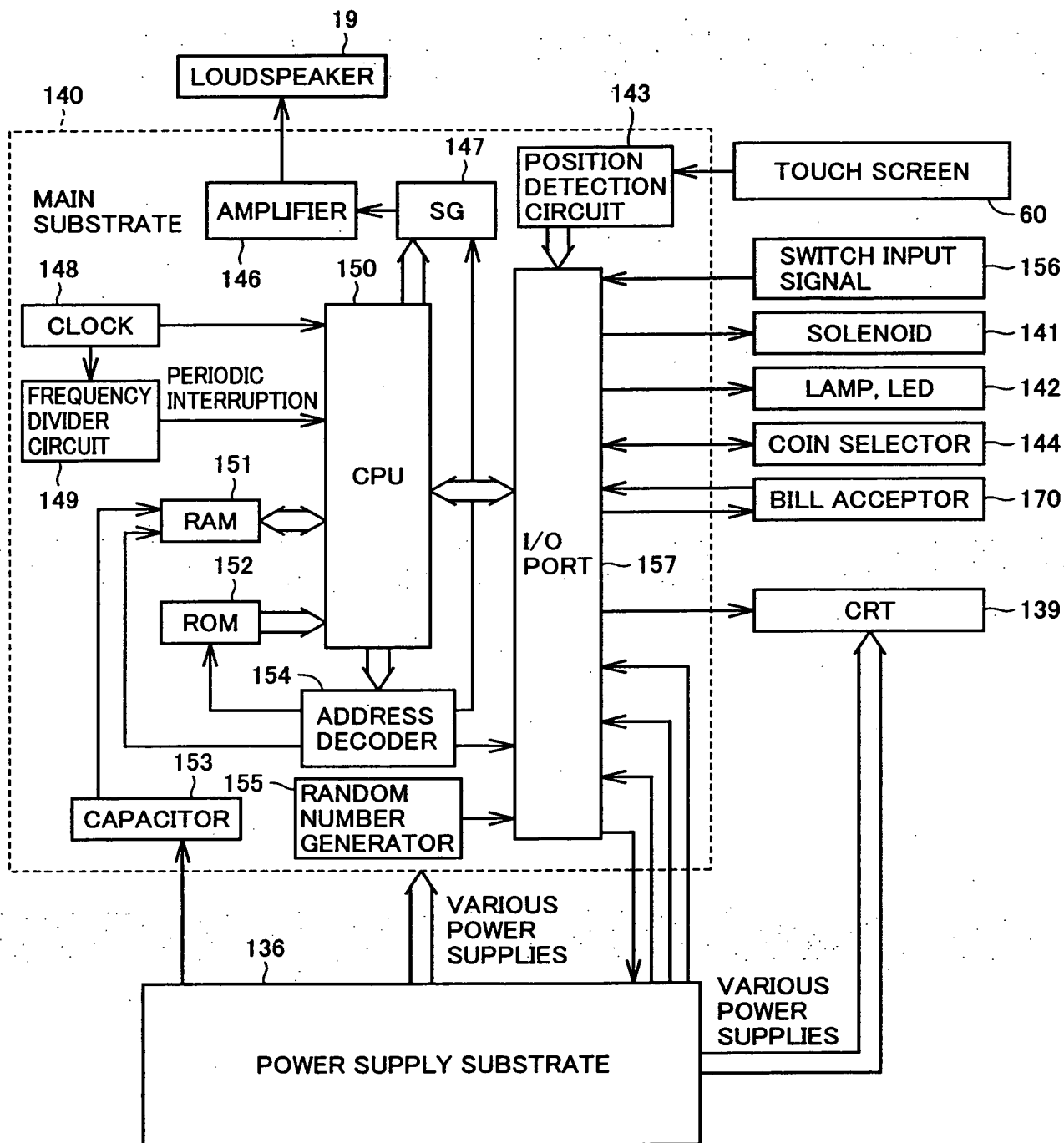


FIG.6

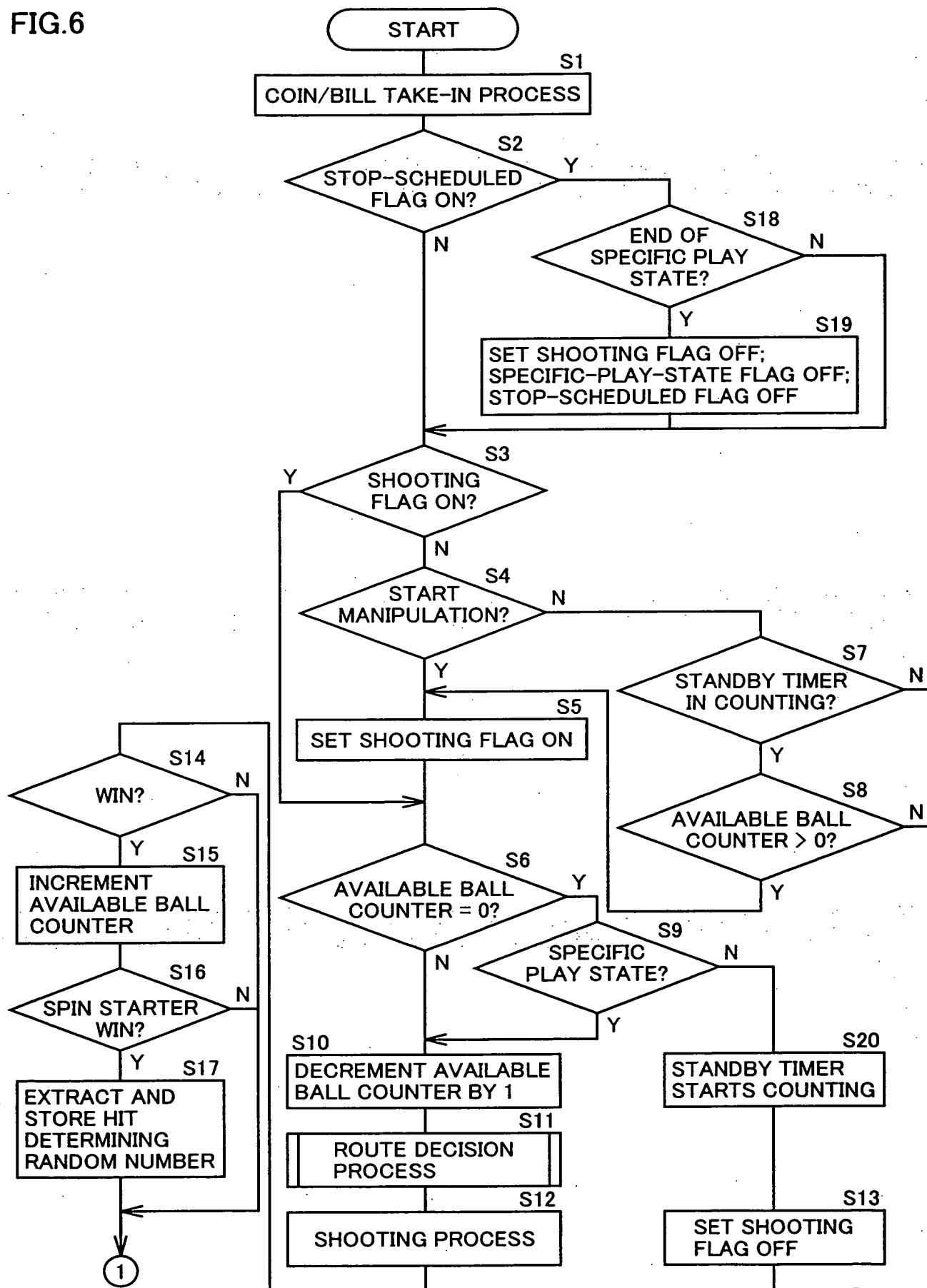
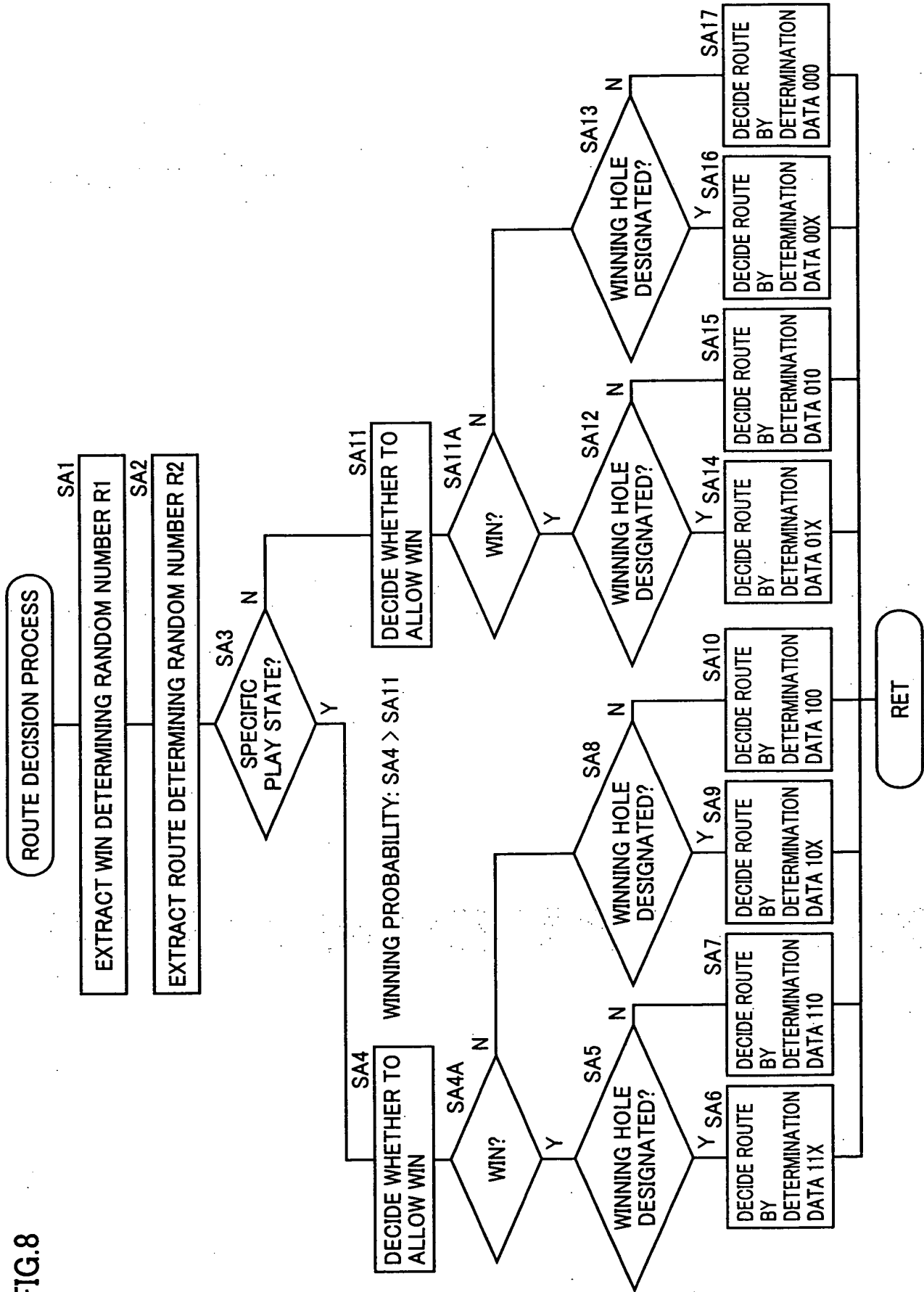




FIG.8



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FIG.9

DETERMINATION DATA									
ROUTE X	WINNING HOLE	WIN	000	...	00A	01A	...	11F	
ROUTE A0	A	x			1~80	—			
ROUTE A1	A	O			—	1~80			
ROUTE B0	B	x			81~83	—			
ROUTE B1	B	O			—	—			
ROUTE C0	C	x			84~86	—			
ROUTE C1	C	O			—	81~83			
ROUTE D0	D	x			87~90	—			
ROUTE D1	D	O			—	84~86			
.					* ROUTE DETERMINING RANDOM NUMBER R2 = 1~100				
.									
.									
ROUTE G0	—	x			96	—			
ROUTE G1	—	x			97	—			
.		x							
.									
.									
			NORMAL PLAY STATE LOSING BALL NON-DESIGNATED		NORMAL PLAY STATE LOSING BALL DESIGNATED: A	NORMAL PLAY STATE WINNING BALL DESIGNATED: A		SPECIFIC PLAY STATE WINNING BALL DESIGNATED: F	

DETERMINATION DATA

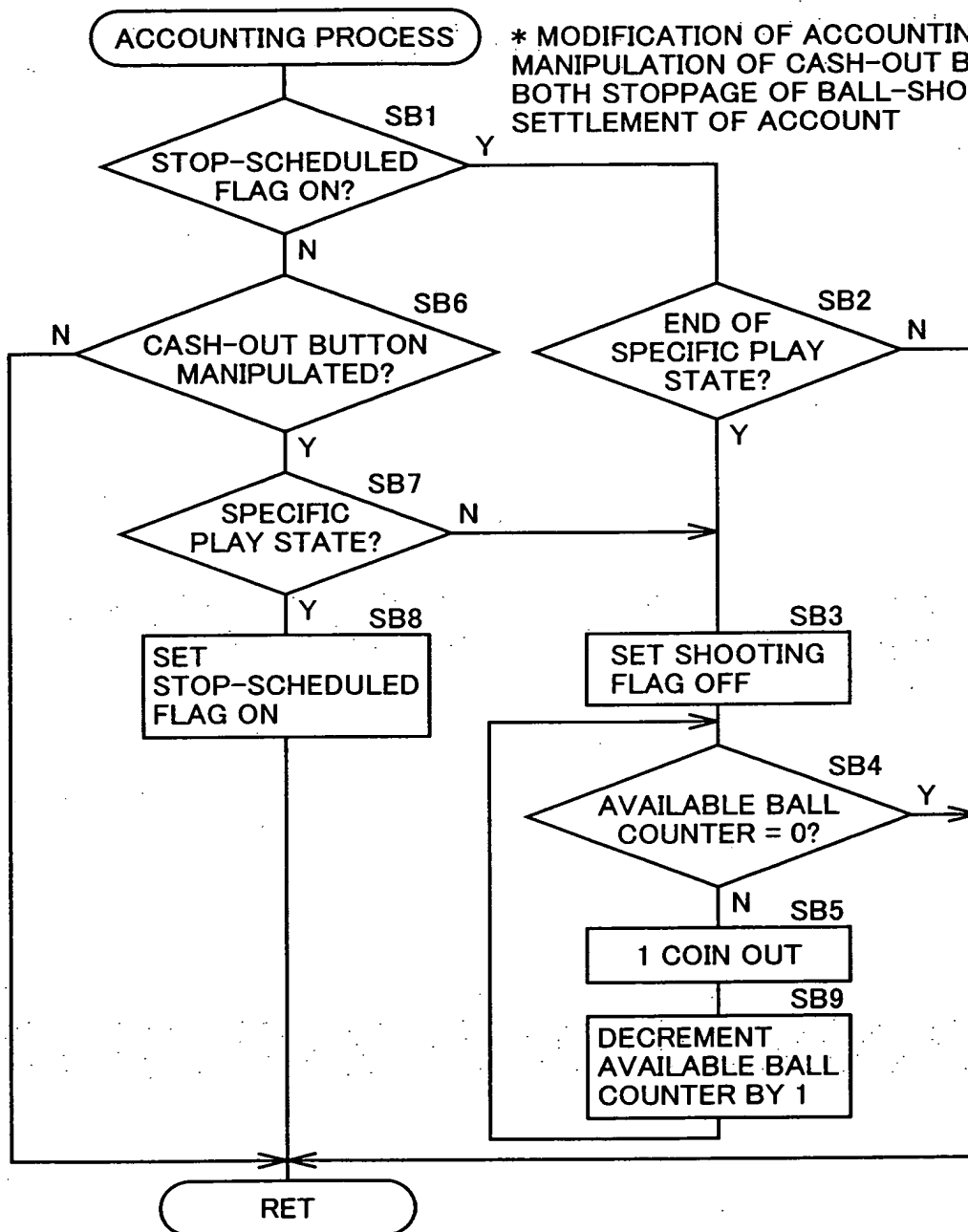
FIRST DIGIT	SECOND DIGIT	THIRD DIGIT
PLAY STATE	WINNING BALL OR LOSING BALL	DESIGNATED OR NON-DESIGNATED

0: NORMAL PLAY STATE
1: SPECIFIC PLAY STATE

0: LOSING BALL
1: WINNING BALL

0: WINNING HOLE IS NOT DESIGNATED
X: WINNING HOLE X IS DESIGNATED

FIG.10



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FIG.11

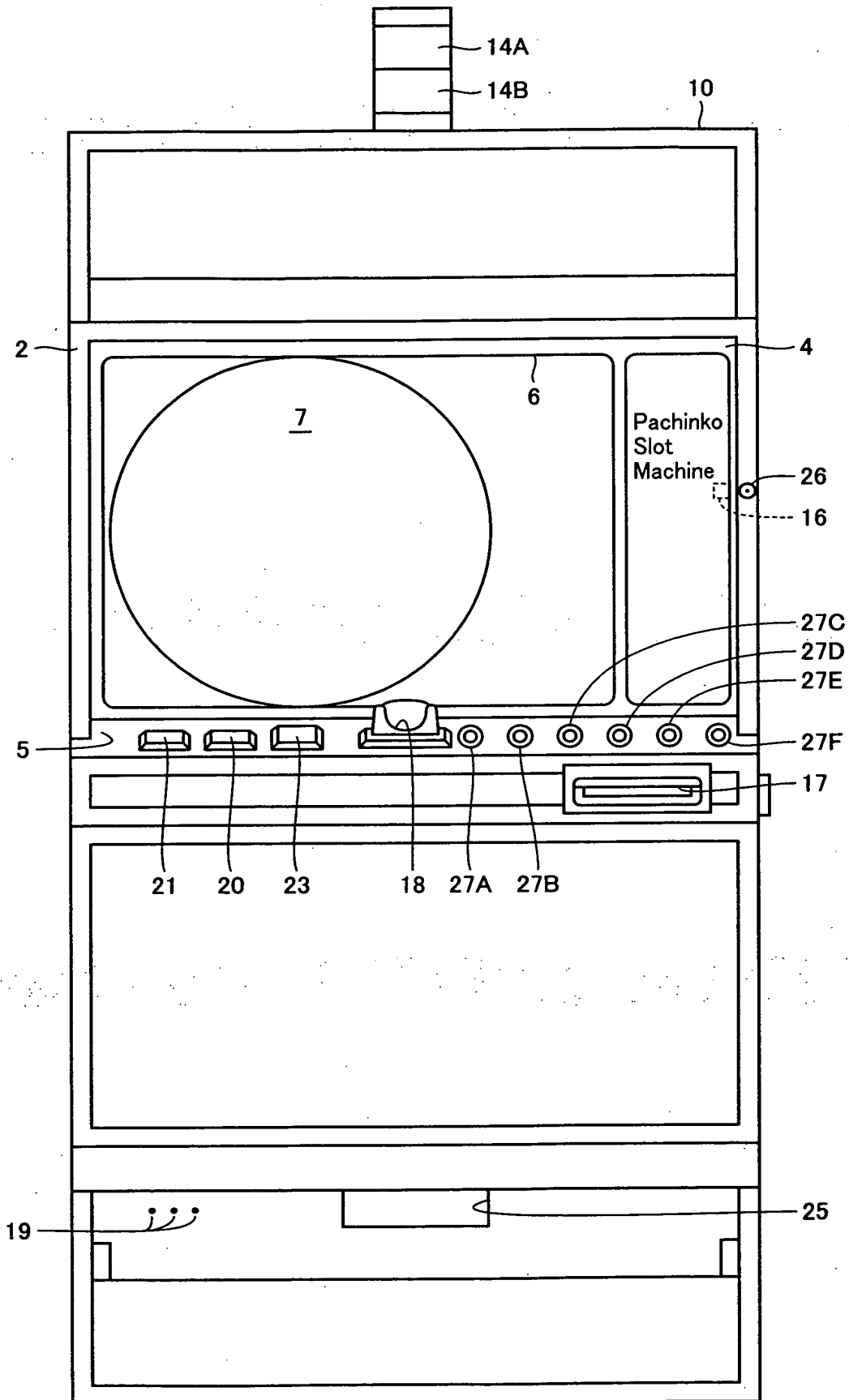


FIG.12

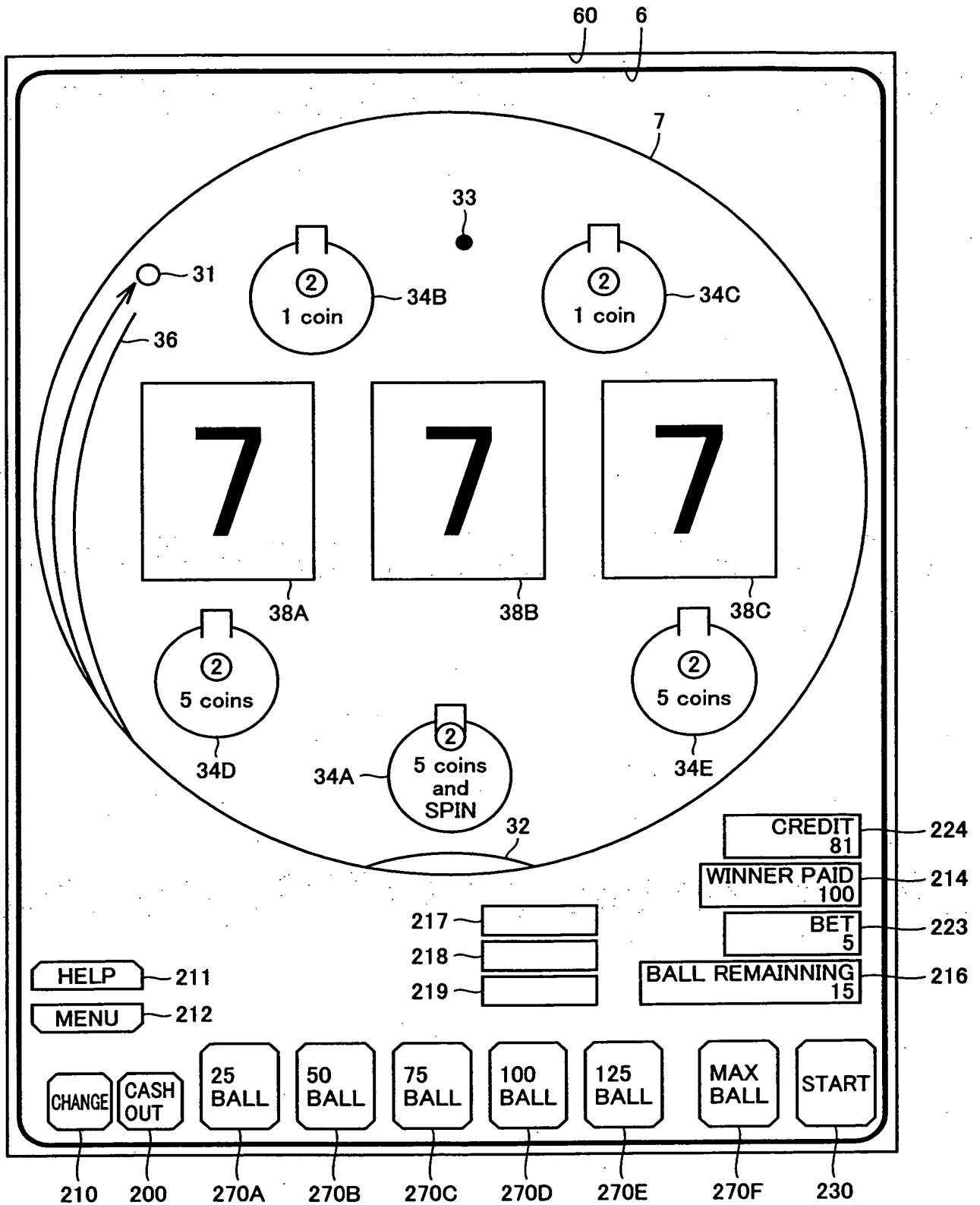
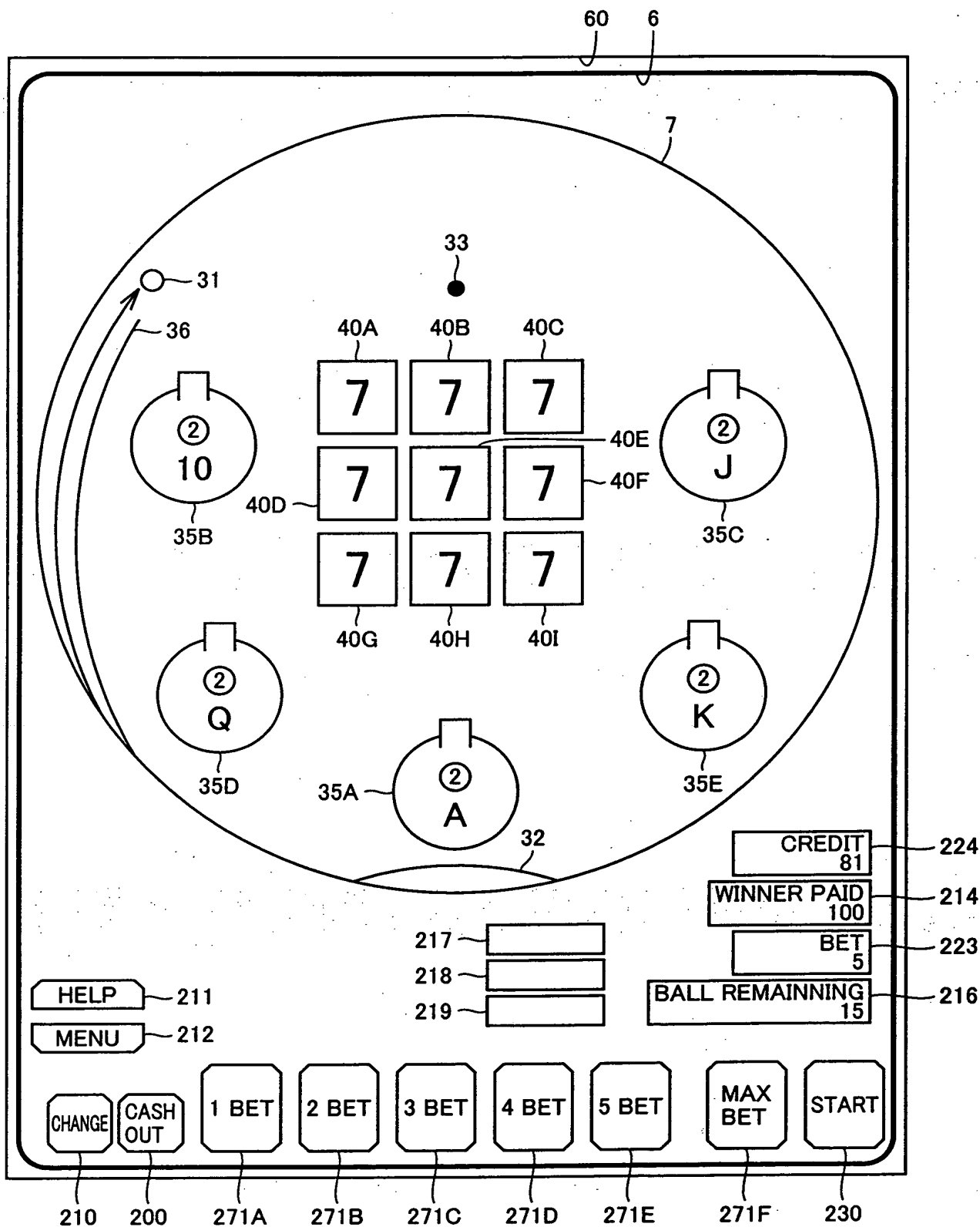
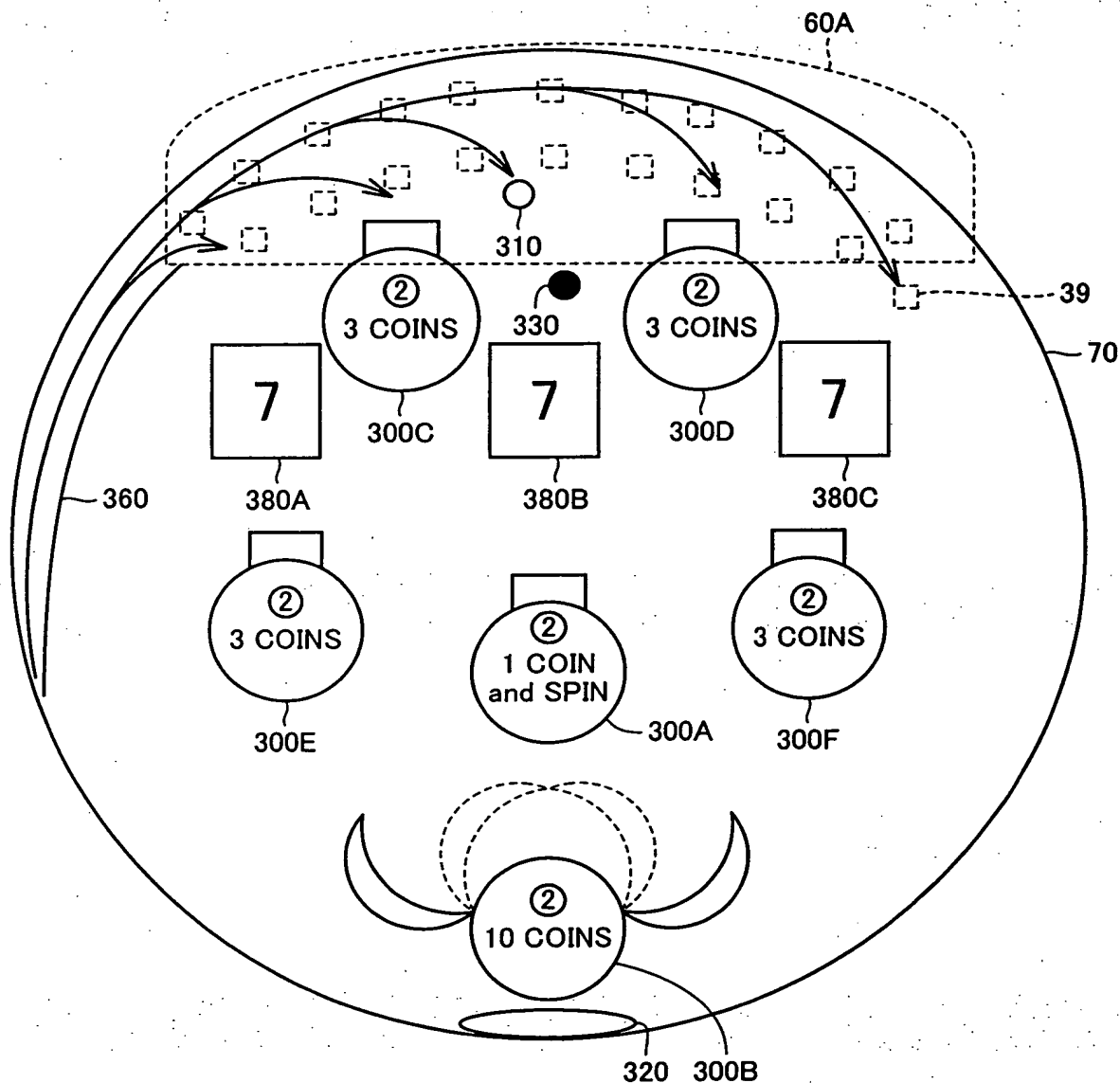


FIG. 13



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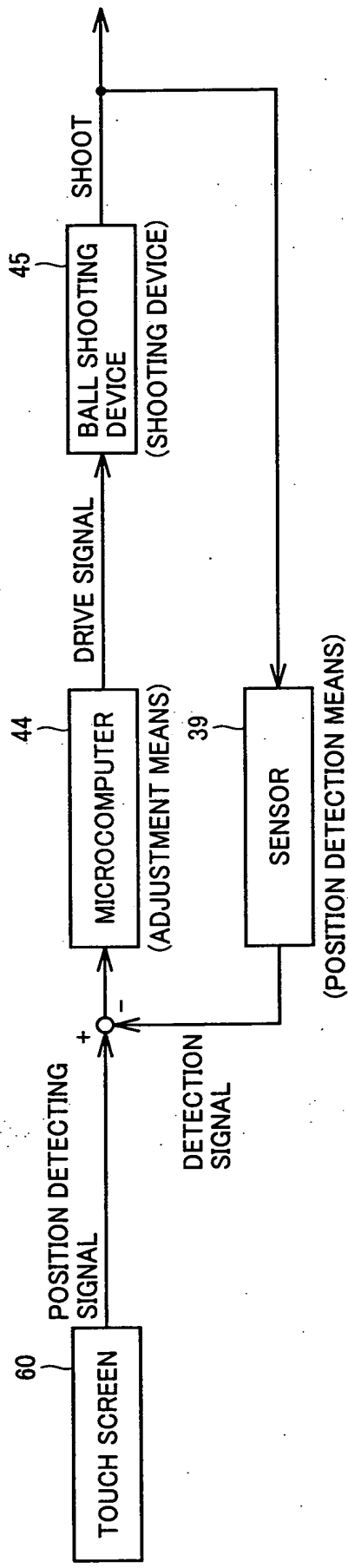
FIG.14



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FIG.15



The diagram illustrates the architecture of a video game system, organized into several functional blocks and their interconnections:

- MANIPULATION MEANS (101):** This block contains sub-components for user input:
 - 101A: START MANIPULATION MEANS
 - 101B: SHOOTING STOP MANIPULATION MEANS
 - 101C: SHOOTING ROUTE CHANGE MANIPULATION MEANS
 - 101D: ACCOUNTING MANIPULATION MEANS
 - 101E: PLAY FIELD SELECT MANIPULATION MEANS
- DETECTION MEANS (102):** This block contains sub-components that detect user actions:
 - 102A: START MANIPULATION DETECTION MEANS
 - 102B: SHOOTING STOP MANIPULATION DETECTION MEANS
 - 102C: SHOOTING ROUTE CHANGE MANIPULATION DETECTION MEANS
 - 102D: ACCOUNTING MANIPULATION DETECTION MEANS
 - 102E: PLAY FIELD SELECT MANIPULATION DETECTION MEANS
- PROCESSING AND CONTROL MEANS:**
 - WIN DETERMINATION MEANS (103):** Receives input from 101A and sends data to VALUE AWARD MEANS (105).
 - SPIN STARTER WIN STORAGE MEANS (104):** Receives input from 101E and sends data to VARIABLE DISPLAY CONTROL MEANS (106).
 - POINT COUNT DETERMINATION MEANS (110):** Receives input from 102A and sends data to PLAY MEDIUM SHOOTING MEANS (112).
 - SPECIFIC PLAY STATE DETERMINATION MEANS (113):** Receives input from 102B and sends data to SHOOTING STOP MEANS (114).
 - SHOOTING ROUTE SELECT MEANS (115):** Receives input from 102C and sends data to SHOOTING STOP MEANS (114).
- OUTPUT AND DISPLAY MEANS:**
 - VALUE AWARD MEANS (105):** Sends data to VALUE DISPLAY MEANS (107).
 - VARIABLE DISPLAY CONTROL MEANS (106):** Sends data to VARIABLE DISPLAY DEVICE (108).
 - SHOOTING STOP MEANS (114):** Sends data to ACCOUNTING MEANS (116).
 - ACCOUNTING MEANS (116):** Sends data to PLAY FIELD A, PLAY FIELD B, and PLAY FIELD C.
- EXTERNAL INTERFACES:**
 - INPUT (109):** Provides external input to the system.
 - NOTIFY MEANS (111):** Receives input from the system and sends data to the INPUT (109).